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Unique solved — GustavK

Links: [problem](#) ([problemset](#)), [Tutorial](#), [submission](#) (first AC).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 390

1.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 800 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: [geometry](#), [greedy](#), [math](#)

[GustavK's solution](#)

2.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,319 global accepts · Rating: 800 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: [geometry](#), [implementation](#)

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3.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · Python 3 (first AC) · Tags: [implementation](#), [math](#), [number theory](#)

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4.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,108 global accepts · Rating: 800 · first AC: 2024-02-27 · Python 3 (first AC) · Tags: [greedy](#), [math](#), [sortings](#)

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5.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[GustavK's solution](#)

6.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#)

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7.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

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8.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

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9.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)

[GustavK's solution](#)

10.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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11.

1616A

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Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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12.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[GustavK's solution](#)

13.

1552A

[Subsequence Permutation](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[GustavK's solution](#)

14.

1553A

[Digits Sum](#) · [Tutorial](#)

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15.

1515A

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Quality: 21,126 global accepts · Rating: 800 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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16.

1257A

[Two Rival Students](#) · [Tutorial](#)

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17.

669A

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Quality: 11,681 global accepts · Rating: 800 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math

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18.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[GustavK's solution](#)

19.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[GustavK's solution](#)

20.

1451A

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[GustavK's solution](#)

21.

1374A

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Quality: 64,186 global accepts · Rating: 800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math

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22.

1367B

[Even Array](#) · [Tutorial](#)

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[GustavK's solution](#)

23.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,707 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[GustavK's solution](#)

24.

443A

[Anton and Letters](#) · [Tutorial](#)

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[GustavK's solution](#)

25.

1300A

[Non-zero](#) · [Tutorial](#)

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[GustavK's solution](#)

26.

1284A

[New Year and Naming](#) · [Tutorial](#)

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27.

1249A

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28.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

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[GustavK's solution](#)

29.

1178A

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[GustavK's solution](#)

30.

1159A

[A pile of stones](#) · [Tutorial](#)

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31.

1162A

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32.

867A

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33.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

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34.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

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35.

935A

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36.

785A

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37.

705A

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38.

977A

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39.

1096A

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40.

1097A

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41.

1091A

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[GustavK's solution](#)

42.

1095A

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43.

1087A

[Right-Left Cipher](#) · [Tutorial](#)

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44.

1092B

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45.

1092A

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46.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

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47.

1077A

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48.

615A

[Bulbs](#) · [Tutorial](#)

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49.

1043A

[Elections](#) · [Tutorial](#)

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50.

1072A

[Golden Plate](#) · [Tutorial](#)

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[GustavK's solution](#)

51.

1054A

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52.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-09-23 · Mono C# (first AC) · Tags: implementation

[GustavK's solution](#)

53.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 800 · first AC: 2018-09-16 · Mono C# (first AC) · Tags: greedy, implementation, sortings

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54.

821A

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Quality: 8,987 global accepts · Rating: 800 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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55.

1038A

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[GustavK's solution](#)

56.

158A

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57.

71A

[Way Too Long Words](#) · [Tutorial](#)

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58.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,913 global accepts · Rating: 800 · first AC: 2018-09-03 · Mono C# (first AC) · Tags: brute force, math

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59.

1028A

[Find Square](#) · [Tutorial](#)

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60.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

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61.

996A

[Hit the Lottery](#) · [Tutorial](#)

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62.

992A

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63.

994A

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64.

988A

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65.

987A

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66.

984A

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67.

1451B

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68.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

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69.

1326B

[Maximums](#) · [Tutorial](#)

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70.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: implementation, number theory

[GustavK's solution](#)

71.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math

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72.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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73.

1197A

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Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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74.

1187A

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75.

1163A

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Quality: 13,863 global accepts · Rating: 900 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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76.

1110A

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77.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

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78.

313A

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79.

1095B

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80.

621A

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81.

1025A

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82.

1016A

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83.

1005B

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[GustavK's solution](#)

84.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · Mono C# (first AC) · Tags: implementation, strings

[GustavK's solution](#)

85.

981A

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Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · Mono C# (first AC) · Tags: brute force, implementation, strings

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86.

1906A

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Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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87.

1704B

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[GustavK's solution](#)

88.

1567B

[MEXor Mixup](#) · [Tutorial](#)

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89.

1515B

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[GustavK's solution](#)

90.

1485A

[Add and Divide](#) · [Tutorial](#)

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91.

1474B

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92.

1418A

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93.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,934 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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94.

499A

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95.

1326A

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96.

1266B

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97.

1266A

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98.

1260A

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99.

1249B1

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100.

1221A

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Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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101.

1204A

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102.

1197B

[Pillars](#) · [Tutorial](#)

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103.

1165B

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104.

1111A

[Superhero Transformation](#) · [Tutorial](#)

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[GustavK's solution](#)

105.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[GustavK's solution](#)

106.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[GustavK's solution](#)

107.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[GustavK's solution](#)

108.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[GustavK's solution](#)

109.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[GustavK's solution](#)

110.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[GustavK's solution](#)

111.

1073A

[Diverse Substring](#) · [Tutorial](#)

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[GustavK's solution](#)

112.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[GustavK's solution](#)

113.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[GustavK's solution](#)

114.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · Mono C# (first AC) · Tags: greedy, math, number theory

[GustavK's solution](#)

115.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · Mono C# (first AC) · Tags: math

[GustavK's solution](#)

116.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · Mono C# (first AC) · Tags: math

[GustavK's solution](#)

117.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,240 global accepts · Rating: 1000 · first AC: 2018-09-03 · Mono C# (first AC) · Tags: math

[GustavK's solution](#)

118.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · Mono C# (first AC) · Tags: implementation, math

[GustavK's solution](#)

119.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · Mono C# (first AC) · Tags: sortings

[GustavK's solution](#)

120.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[GustavK's solution](#)

121.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[GustavK's solution](#)

122.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[GustavK's solution](#)

123.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[GustavK's solution](#)

124.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[GustavK's solution](#)

125.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[GustavK's solution](#)

126.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[GustavK's solution](#)

127.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[GustavK's solution](#)

128.

1324B

[Yet Another Palindrome Problem](#) · [Tutorial](#)

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: brute force, strings

[GustavK's solution](#)

129.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[GustavK's solution](#)

130.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[GustavK's solution](#)

131.

1105B

[Zuhair and Strings](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[GustavK's solution](#)

132.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[GustavK's solution](#)

133.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[GustavK's solution](#)

134.

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,958 global accepts · Rating: 1100 · first AC: 2018-10-07 · Mono C# (first AC) · Tags: math, number theory

[GustavK's solution](#)

135.

1058B

[Vasya and Cornfield](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-09-23 · Mono C# (first AC) · Tags: geometry

[GustavK's solution](#)

136.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2018-09-09 · Mono C# (first AC) · Tags: brute force, implementation

[GustavK's solution](#)

137.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · Mono C# (first AC) · Tags: constructive algorithms, math

[GustavK's solution](#)

138.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,834 global accepts · Rating: 1100 · first AC: 2018-09-03 · Mono C# (first AC) · Tags: *special, greedy, implementation

[GustavK's solution](#)

139.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-01 · Mono C# (first AC) · Tags: sortings, strings

[GustavK's solution](#)

140.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · Mono C# (first AC) · Tags: math

[GustavK's solution](#)

141.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · Mono C# (first AC) · Tags: implementation

[GustavK's solution](#)

142.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[GustavK's solution](#)

143.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[GustavK's solution](#)

144.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,795 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[GustavK's solution](#)

145.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[GustavK's solution](#)

146.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[GustavK's solution](#)

147.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[GustavK's solution](#)

148.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[GustavK's solution](#)

149.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[GustavK's solution](#)

150.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,328 global accepts · Rating: 1200 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[GustavK's solution](#)

151.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: implementation, math

[GustavK's solution](#)

152.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[GustavK's solution](#)

153.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[GustavK's solution](#)

154.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,961 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[GustavK's solution](#)

155.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[GustavK's solution](#)

156.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[GustavK's solution](#)

157.

1076A

[Minimizing the String](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[GustavK's solution](#)

158.

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[GustavK's solution](#)

159.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[GustavK's solution](#)

160.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · Mono C# (first AC) · Tags: greedy, implementation, strings

[GustavK's solution](#)

161.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2018-09-09 · Mono C# (first AC) · Tags: constructive algorithms, greedy, implementation

[GustavK's solution](#)

162.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · Mono C# (first AC) · Tags: constructive algorithms, math

[GustavK's solution](#)

163.

1023C

[Bracket Subsequence](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · Mono C# (first AC) · Tags: greedy

[GustavK's solution](#)

164.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · Mono C# (first AC) · Tags: brute force, implementation, strings

[GustavK's solution](#)

165.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · Mono C# (first AC) · Tags: greedy, implementation

[GustavK's solution](#)

166.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,989 global accepts · Rating: 1200 · first AC: 2018-06-21 · Mono C# (first AC) · Tags: implementation

[GustavK's solution](#)

167.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · Mono C# (first AC) · Tags: greedy, sortings

[GustavK's solution](#)

168.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · Mono C# (first AC) · Tags: implementation

[GustavK's solution](#)

169.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · Mono C# (first AC) · Tags: brute force, constructive algorithms

[GustavK's solution](#)

170.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[GustavK's solution](#)

171.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[GustavK's solution](#)

172.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[GustavK's solution](#)

173.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[GustavK's solution](#)

174.

1326C

[Permutation Partitions](#) · [Tutorial](#)

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[GustavK's solution](#)

175.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[GustavK's solution](#)

176.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[GustavK's solution](#)

177.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[GustavK's solution](#)

178.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math
[GustavK's solution](#)

179.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[GustavK's solution](#)

180.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[GustavK's solution](#)

181.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings
[GustavK's solution](#)

182.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[GustavK's solution](#)

183.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[GustavK's solution](#)

184.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[GustavK's solution](#)

185.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[GustavK's solution](#)

186.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[GustavK's solution](#)

187.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[GustavK's solution](#)

188.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[GustavK's solution](#)

189.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation
[GustavK's solution](#)

190.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · Mono C# (first AC) · Tags: brute force, implementation
[GustavK's solution](#)

191.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · Mono C# (first AC) · Tags: greedy, sortings
[GustavK's solution](#)

192.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,155 global accepts · Rating: 1300 · first AC: 2018-09-03 · Mono C# (first AC) · Tags: data structures, hashing, implementation
[GustavK's solution](#)

193.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · Mono C# (first AC) · Tags: greedy
[GustavK's solution](#)

194.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · Mono C# (first AC) · Tags: dp, greedy, strings
[GustavK's solution](#)

195.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · Mono C# (first AC) · Tags: constructive algorithms, greedy, math
[GustavK's solution](#)

196.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · Mono C# (first AC) · Tags: brute force, implementation
[GustavK's solution](#)

197.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,054 global accepts · Rating: 1300 · first AC: 2018-07-09 · Mono C# (first AC) · Tags: brute force, greedy, implementation
[GustavK's solution](#)

198.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · Mono C# (first AC) · Tags: binary search, math
[GustavK's solution](#)

199.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · Mono C# (first AC) · Tags: data structures, greedy, implementation
[GustavK's solution](#)

200.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[GustavK's solution](#)

201.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[GustavK's solution](#)

202.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,323 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[GustavK's solution](#)

203.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[GustavK's solution](#)

204.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings
[GustavK's solution](#)

205.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[GustavK's solution](#)

206.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,094 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[GustavK's solution](#)

207.

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[GustavK's solution](#)

208.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,093 global accepts · Rating: 1400 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[GustavK's solution](#)

209.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[GustavK's solution](#)

210.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[GustavK's solution](#)

211.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[GustavK's solution](#)

212.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[GustavK's solution](#)

213.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[GustavK's solution](#)

214.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[GustavK's solution](#)

215.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[GustavK's solution](#)

216.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,595 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[GustavK's solution](#)

217.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[GustavK's solution](#)

218.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[GustavK's solution](#)

219.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[GustavK's solution](#)

220.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[GustavK's solution](#)

221.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[GustavK's solution](#)

222.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[GustavK's solution](#)

223.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[GustavK's solution](#)

224.

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2018-09-15 · Mono C# (first AC) · Tags: greedy, math, sortings

[GustavK's solution](#)

225.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · Mono C# (first AC) · Tags: brute force, greedy, math

[GustavK's solution](#)

226.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · Mono C# (first AC) · Tags: greedy, implementation, sortings

[GustavK's solution](#)

227.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · Mono C# (first AC) · Tags: implementation, sortings

[GustavK's solution](#)

228.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · Mono C# (first AC) · Tags: implementation, trees

[GustavK's solution](#)

229.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, ternary search

[GustavK's solution](#)

230.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[GustavK's solution](#)

231.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[GustavK's solution](#)

232.

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[GustavK's solution](#)

233.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[GustavK's solution](#)

234.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1500 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[GustavK's solution](#)

235.

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[GustavK's solution](#)

236.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[GustavK's solution](#)

237.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[GustavK's solution](#)

238.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[GustavK's solution](#)

239.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[GustavK's solution](#)

240.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[GustavK's solution](#)

241.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[GustavK's solution](#)

242.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[GustavK's solution](#)

243.

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[GustavK's solution](#)

244.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,659 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[GustavK's solution](#)

245.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[GustavK's solution](#)

246.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[GustavK's solution](#)

247.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[GustavK's solution](#)

248.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[GustavK's solution](#)

249.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[GustavK's solution](#)

250.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · last AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[GustavK's solution](#)

251.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[GustavK's solution](#)

252.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · Mono C# (first AC) · Tags: brute force, dp, greedy, implementation, math

[GustavK's solution](#)

253.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[GustavK's solution](#)

254.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · Mono C# (first AC) · Tags: dp, greedy, number theory

[GustavK's solution](#)

255.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-28 · Mono C# (first AC) · Tags: greedy

[GustavK's solution](#)

256.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · Mono C# (first AC) · Tags: greedy

[GustavK's solution](#)

257.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[GustavK's solution](#)

258.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[GustavK's solution](#)

259.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[GustavK's solution](#)

260.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[GustavK's solution](#)

261.

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[GustavK's solution](#)

262.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[GustavK's solution](#)

263.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[GustavK's solution](#)

264.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[GustavK's solution](#)

265.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[GustavK's solution](#)

266.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[GustavK's solution](#)

267.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[GustavK's solution](#)

268.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[GustavK's solution](#)

269.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[GustavK's solution](#)

270.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[GustavK's solution](#)

271.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · Mono C# (first AC) · Tags: greedy, two pointers

[GustavK's solution](#)

272.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · Mono C# (first AC) · Tags: math

[GustavK's solution](#)

273.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2018-09-03 · Mono C# (first AC) · Tags: greedy, math, sortings

[GustavK's solution](#)

274.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · Mono C# (first AC) · Tags: geometry, implementation, sortings

[GustavK's solution](#)

275.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-20 · Mono C# (first AC) · Tags: brute force, greedy, number theory

[GustavK's solution](#)

276.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · Mono C# (first AC) · Tags: constructive algorithms, implementation

[GustavK's solution](#)

277.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-06-18 · Mono C# (first AC) · Tags: math, number theory

[GustavK's solution](#)

278.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · Mono C# (first AC) · Tags: math

[GustavK's solution](#)

279.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[GustavK's solution](#)

280.

1906M

[Triangle Construction](#) · [Tutorial](#)

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[GustavK's solution](#)

281.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[GustavK's solution](#)

282.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[GustavK's solution](#)

283.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[GustavK's solution](#)

284.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[GustavK's solution](#)

285.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[GustavK's solution](#)

286.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: dp, implementation

[GustavK's solution](#)

287.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[GustavK's solution](#)

288.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[GustavK's solution](#)

289.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[GustavK's solution](#)

290.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[GustavK's solution](#)

291.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: strings

[GustavK's solution](#)

292.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[GustavK's solution](#)

293.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[GustavK's solution](#)

294.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[GustavK's solution](#)

295.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[GustavK's solution](#)

296.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · Mono C# (first AC) · Tags: bitmasks, dp

[GustavK's solution](#)

297.

586D

[Phillip and Trains](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-09-15 · Mono C# (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[GustavK's solution](#)

298.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,103 global accepts · Rating: 1700 · first AC: 2018-09-02 · Mono C# (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[GustavK's solution](#)

299.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[GustavK's solution](#)

300.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[GustavK's solution](#)

301.

1552D

[Array Differentiation](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[GustavK's solution](#)

302.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[GustavK's solution](#)

303.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[GustavK's solution](#)

304.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,071 global accepts · Rating: 1800 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[GustavK's solution](#)

305.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[GustavK's solution](#)

306.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[GustavK's solution](#)

307.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[GustavK's solution](#)

308.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[GustavK's solution](#)

309.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[GustavK's solution](#)

310.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[GustavK's solution](#)

311.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[GustavK's solution](#)

312.

1058D

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-23 · last AC: 2018-09-24 · Mono C# (first AC) · Tags: geometry

[GustavK's solution](#)

313.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-17 · Mono C# (first AC) · Tags: data structures, divide and conquer, two pointers

[GustavK's solution](#)

314.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-07 · Mono C# (first AC) · Tags: dp, greedy, implementation

[GustavK's solution](#)

315.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · Mono C# (first AC) · Tags: sortings

[GustavK's solution](#)

316.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · Mono C# (first AC) · Tags: constructive algorithms, graphs

[GustavK's solution](#)

317.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-02-04 · Python 3 (first AC) · Tags: constructive algorithms, dp

[GustavK's solution](#)

318.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[GustavK's solution](#)

319.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[GustavK's solution](#)

320.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[GustavK's solution](#)

321.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[GustavK's solution](#)

322.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[GustavK's solution](#)

323.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[GustavK's solution](#)

324.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[GustavK's solution](#)

325.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-26 · last AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[GustavK's solution](#)

326.

1197D

[Yet Another Subarray Problem](#) · [Tutorial](#)

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[GustavK's solution](#)

327.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[GustavK's solution](#)

328.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[GustavK's solution](#)

329.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[GustavK's solution](#)

330.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[GustavK's solution](#)

331.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math

[GustavK's solution](#)

332.

1072D

[Minimum path](#) · [Tutorial](#)

Quality: 1900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[GustavK's solution](#)

333.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[GustavK's solution](#)

334.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[GustavK's solution](#)

335.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1900 · first AC: 2018-09-08 · Mono C# (first AC) · Tags: combinatorics, dp

[GustavK's solution](#)

336.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-06-03 · Mono C# (first AC) · Tags: bitmasks, dp, greedy

[GustavK's solution](#)

337.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[GustavK's solution](#)

338.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[GustavK's solution](#)

339.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[GustavK's solution](#)

340.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[GustavK's solution](#)

341.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[GustavK's solution](#)

342.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[GustavK's solution](#)

343.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[GustavK's solution](#)

344.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory
[GustavK's solution](#)

345.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2018-09-10 · Mono C# (first AC) · Tags: bitmasks, combinatorics, dp, math
[GustavK's solution](#)

346.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[GustavK's solution](#)

347.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[GustavK's solution](#)

348.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[GustavK's solution](#)

349.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
[GustavK's solution](#)

350.

1553E

[Permutation Shift](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[GustavK's solution](#)

351.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-17 · last AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[GustavK's solution](#)

352.

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[GustavK's solution](#)

353.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[GustavK's solution](#)

354.

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[GustavK's solution](#)

355.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[GustavK's solution](#)

356.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[GustavK's solution](#)

357.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[GustavK's solution](#)

358.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[GustavK's solution](#)

359.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[GustavK's solution](#)

360.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · Mono C# (first AC) · Tags: constructive algorithms, interactive, matrices

[GustavK's solution](#)

361.

996C

[Tesla](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-25 · Mono C# (first AC) · Tags: —

[GustavK's solution](#)

362.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[GustavK's solution](#)

363.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[GustavK's solution](#)

364.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[GustavK's solution](#)

365.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[GustavK's solution](#)

366.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2020-12-03 · last AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[GustavK's solution](#)

367.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[GustavK's solution](#)

368.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[GustavK's solution](#)

369.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[GustavK's solution](#)

370.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[GustavK's solution](#)

371.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[GustavK's solution](#)

372.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy

[GustavK's solution](#)

373.

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-06-25 · last AC: 2018-06-28 · Mono C# (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[GustavK's solution](#)

374.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[GustavK's solution](#)

375.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[GustavK's solution](#)

376.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[GustavK's solution](#)

377.

1906L

[Palindromic Parentheses](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-02-04 · Python 3 (first AC) · Tags: constructive algorithms

[GustavK's solution](#)

378.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[GustavK's solution](#)

379.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[GustavK's solution](#)

380.

996F

[Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-28 · Mono C# (first AC) · Tags: math

[GustavK's solution](#)

381.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games

[GustavK's solution](#)

382.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-20 · Mono C# (first AC) · Tags: constructive algorithms, implementation, matrices

[GustavK's solution](#)

383.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[GustavK's solution](#)

384.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[GustavK's solution](#)

385.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[GustavK's solution](#)

386.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[GustavK's solution](#)

387.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[GustavK's solution](#)

388.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[GustavK's solution](#)

389.

102257A

[Strange Device](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[GustavK's solution](#)

390.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-13 · Mono C# (first AC) · Tags: —

[GustavK's solution](#)